Prototyping iPhone User Interfaces

Session 128

These are confidential sessions—please refrain from streaming, blogging, or taking pictures.

Prototyping iPhone User Interfaces

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UI Designer+Prototyper

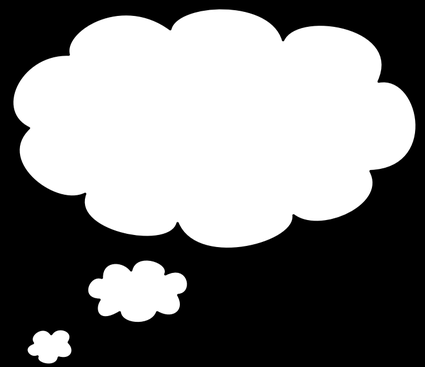
Agenda

- What is UI prototyping?
- Why prototype?
- Who should prototype?
- How do I do it?

What is UI prototyping?

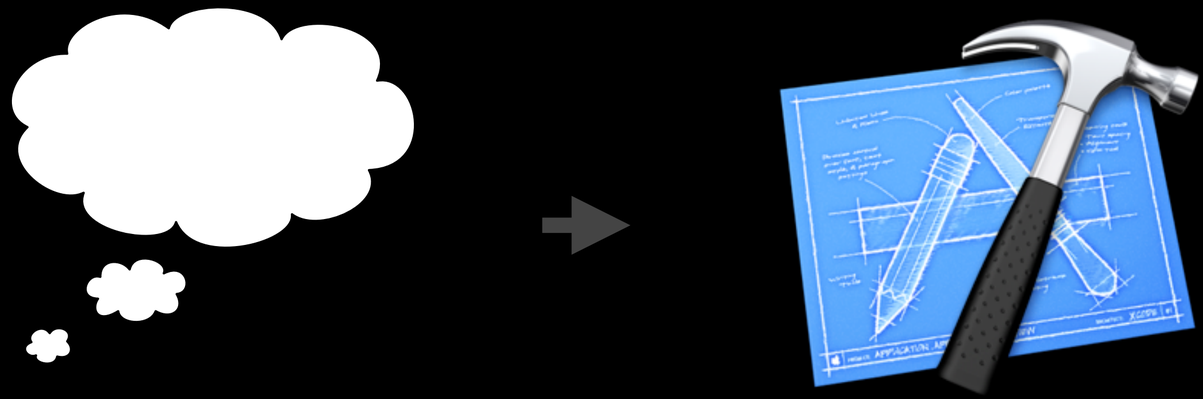
The Development Process

The Development Process



Idea

The Development Process



Idea

Code

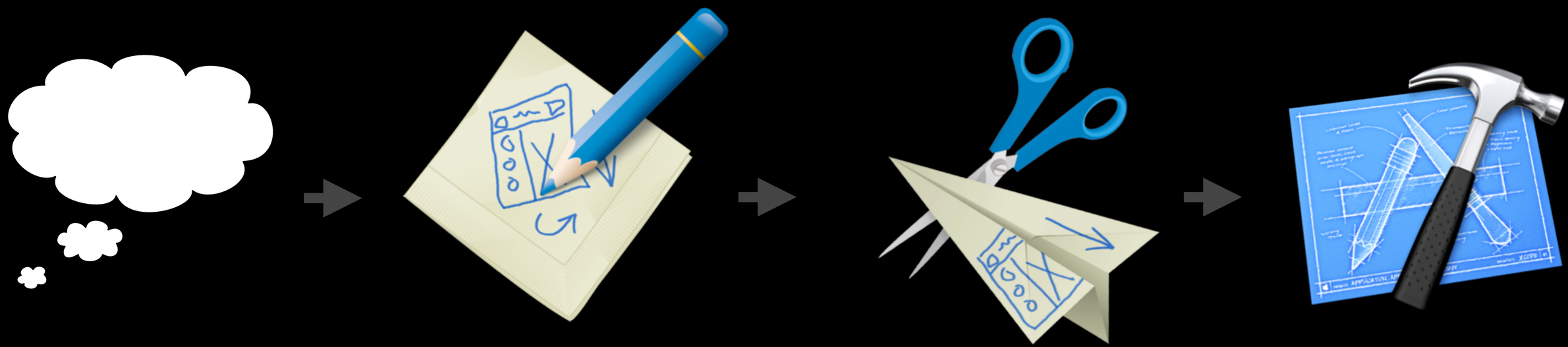
The Development Process

Idea

Mockup

Code

The Development Process



Idea

Mockup

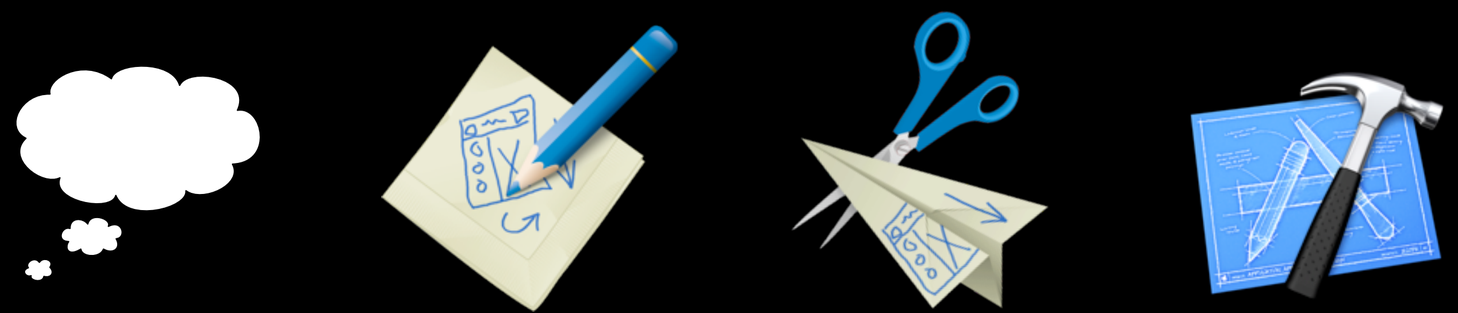
Prototype

Code

A prototype is a living mockup

A Prototype Is a Living Mockup

- An executable application
- Built to explore specific UI ideas
- A working UI and everything else faked



Why prototype?

Explore the design

Communicate ideas

Exploring the Design

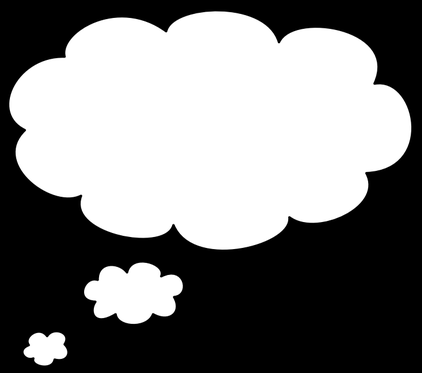
Try out an idea

Discover problems

Inspire new ideas

40 GOTO 10

Communicating Ideas



Talk

Draw

Prototype

Build

Two Goals of Prototyping

Exploring the design

Communicating ideas

Who should prototype?

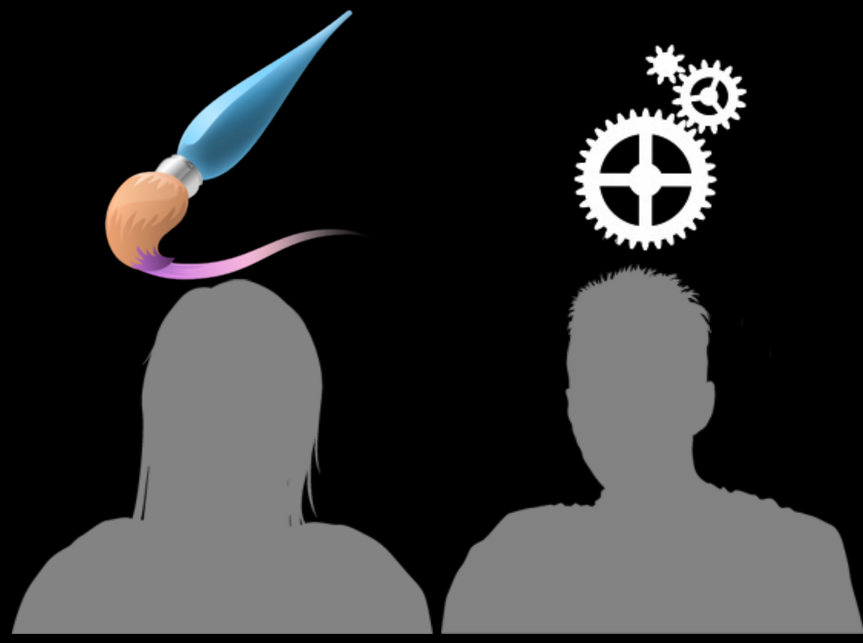
Three Types of Teams

Three Types of Teams

Developer

Three Types of Teams

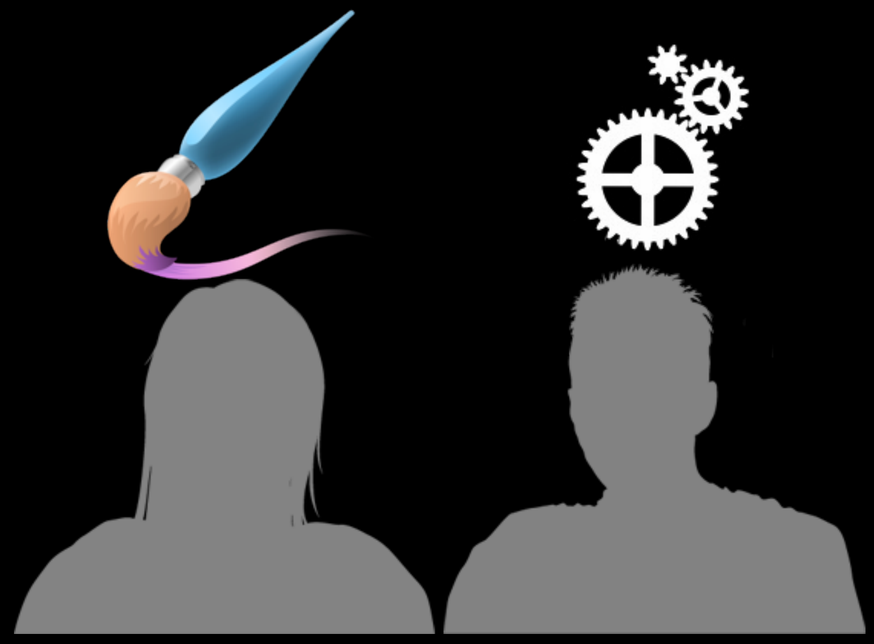
Developer



Designer + Developer

Three Types of Teams

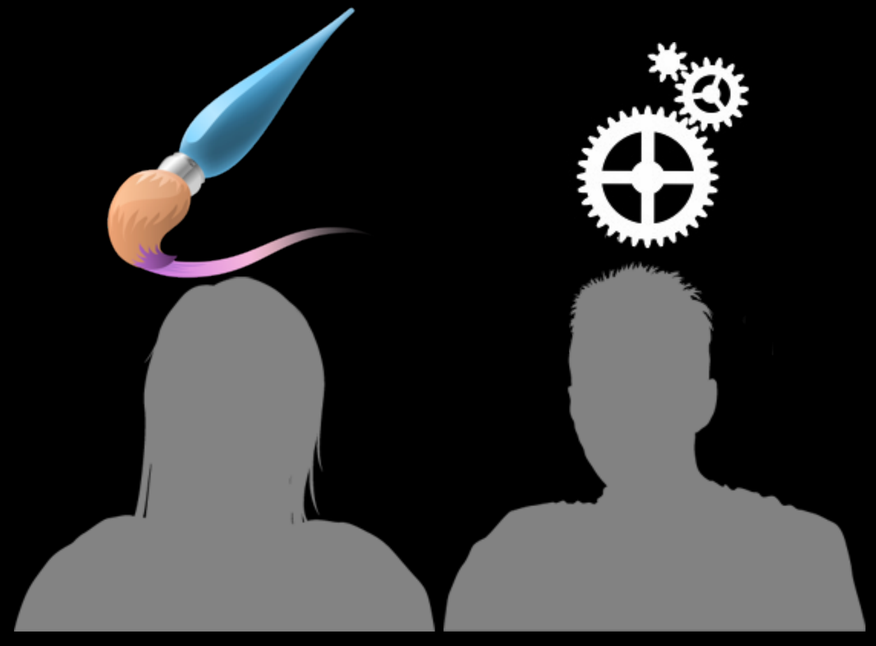
Developer



Designer + Developer

Renaissance Developer

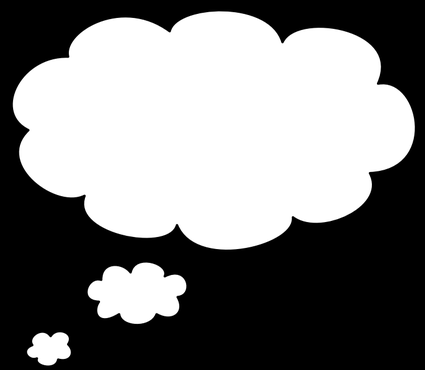
Prototyping is a **collaboration** between designer and developer.



Designer + Developer

How do I prototype?

Demo



Idea

Mockup

Prototype

Idea

The future of human communication

LOLcats

IZ DIS MOSCONE WEST?

NSSTRING THROWED
AN EXCEPSHUN

I CAN HAS
SINK SERVICES?

LOLCHATS

LOLCHATS

Text messaging + cat photos = epic win

Design

LOLchats

- Send messages
- Receive messages

LOLchats: The User's Perspective

Choose a **recipient**

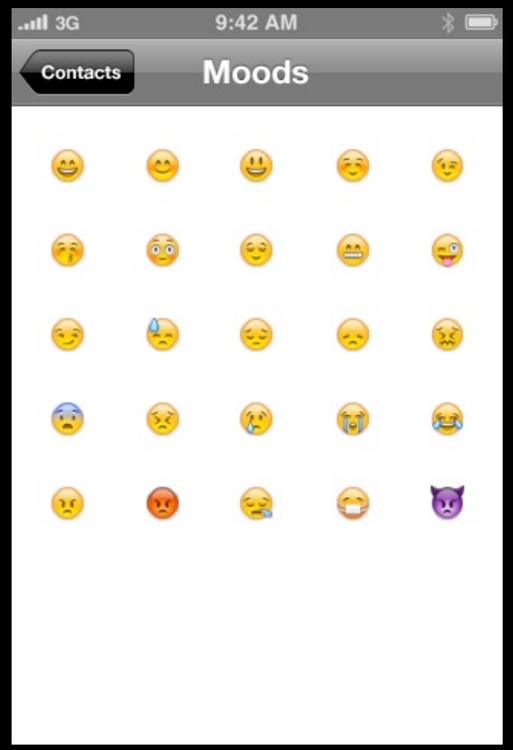
Choose a **cat photo**

Type a **caption**

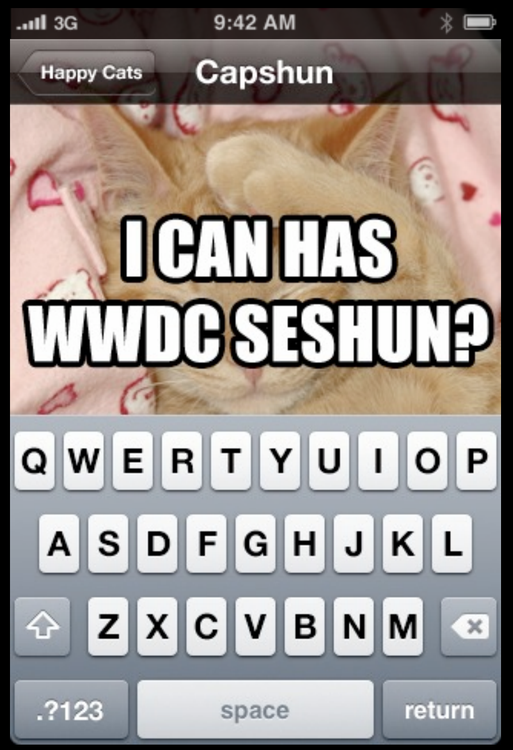
Arrange the photo and caption

Send it off

Mockup


3G
9:42 AM
Contacts
Moods

3G
9:42 AM
Moods
Happy Cats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Capshun
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.?123
space
return

3G
9:42 AM
Capshun
Arrange
Send
I CAN HAS
WWDC SESHUN?

Demo

Approach

- Get the picture on the screen
- Add behavior where needed
- Break the picture into smaller pictures

Attitude

- “Let’s try it!”
- Fake it.
- Be brave.

More Information

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Documentation

Mac OS X Human Interface Guidelines
http://developer.apple.com/ue

Related Sessions

iPhone User Interface Design	Presidio Tuesday 9:00AM
State of the Art Cocoa: User Interface Design	Nob Hill Tuesday 2:00PM
iPhone Views and Animations	Pacific Heights Tuesday 3:30PM

Labs

iPhone Interface Design Consulting Lab	Interface Design Lab Wednesday 12:00PM
iPhone Interface Design Consulting Lab	Interface Design Lab Thursday 12:00PM
iPhone Interface Design Consulting Lab	Interface Design Lab Friday 12:00PM

The Prototyper's Credo

- "Let's try it!"
- Fake it.
- Be brave.

Q&A

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